

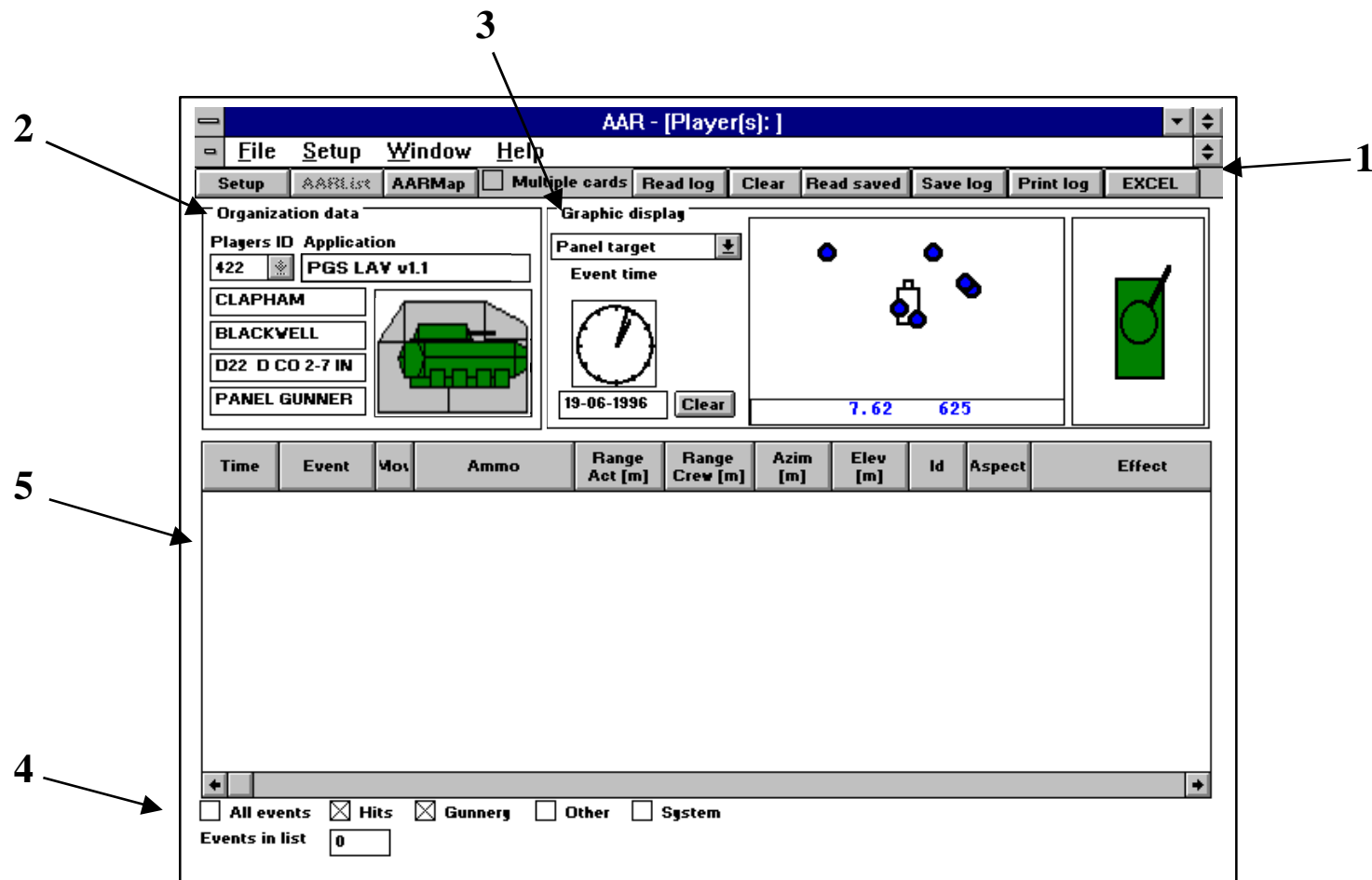
# **REASON**

- **The AAR list program used with PGS provides a tool to evaluate gunnery and force-on-force training exercises. To be able to extract information required to conduct an AAR, the instructor must be able to prepare the AAR and operate the AAR list program.**

# **TRAINING OBJECTIVE**

- **In a classroom environment, given a TDRS computer unit, student handout, and TM 9-6920-711-12&P-1, you will demonstrate the following:**
  - **Operate AAR list controls and indicators.**
  - **Set up an AAR list screen.**
  - **Prepare an AAR.**
  - **Download and store AAR data.**
  - **Download AAR data to EXCEL®.**
  - **Perform AAR for tracking training exercise.**

# AAR LIST MAIN MENU



# AAR LIST COMMAND BUTTONS

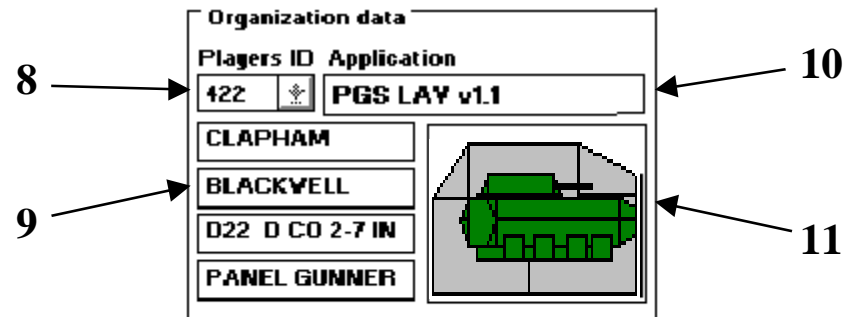
The screenshot shows the AAR List Command Buttons interface. The main window has a title bar 'AAR - [Player(s): ]' and a menu bar with 'Help'. Below the menu bar is a toolbar with buttons: 'Multiple cards', 'Read log', 'Clear', 'Read saved', 'Save log', 'Print log', and 'EXCEL'. The main area is divided into several sections:

- Organization data:** Includes 'Players ID Application' (422, PGS LAY v1.1), 'CLAPHAM', 'BLACKWELL', 'D22 D CO 2-7 IN', and 'PANEL GUNNER'.
- Graphic display:** Includes a 'Panel target' dropdown, 'Event time' (19-06-1996), a clock, and a 'Clear' button.
- Table:** A table with columns: Time, Event, Mod, Ammo, Range, Azim, Elev, Id, Aspect, Effect. It contains 10 rows of data.
- Filters:** Includes checkboxes for 'All events', 'Hits', 'Gunnery', 'Other', and 'System'. Below them is 'Events in list' (0).

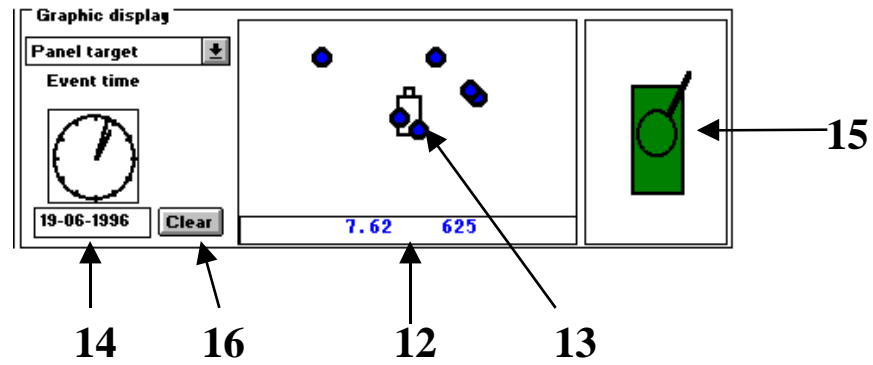
Numbered callouts point to the following elements:

- 1: The 'EXCEL' button in the toolbar.
- 2: The 'Print log' button in the toolbar.
- 3: The 'Save log' button in the toolbar.
- 4: The 'Read saved' button in the toolbar.
- 5: The 'Clear' button in the toolbar.
- 6: The 'Read log' button in the toolbar.
- 7: The 'Multiple cards' button in the toolbar.

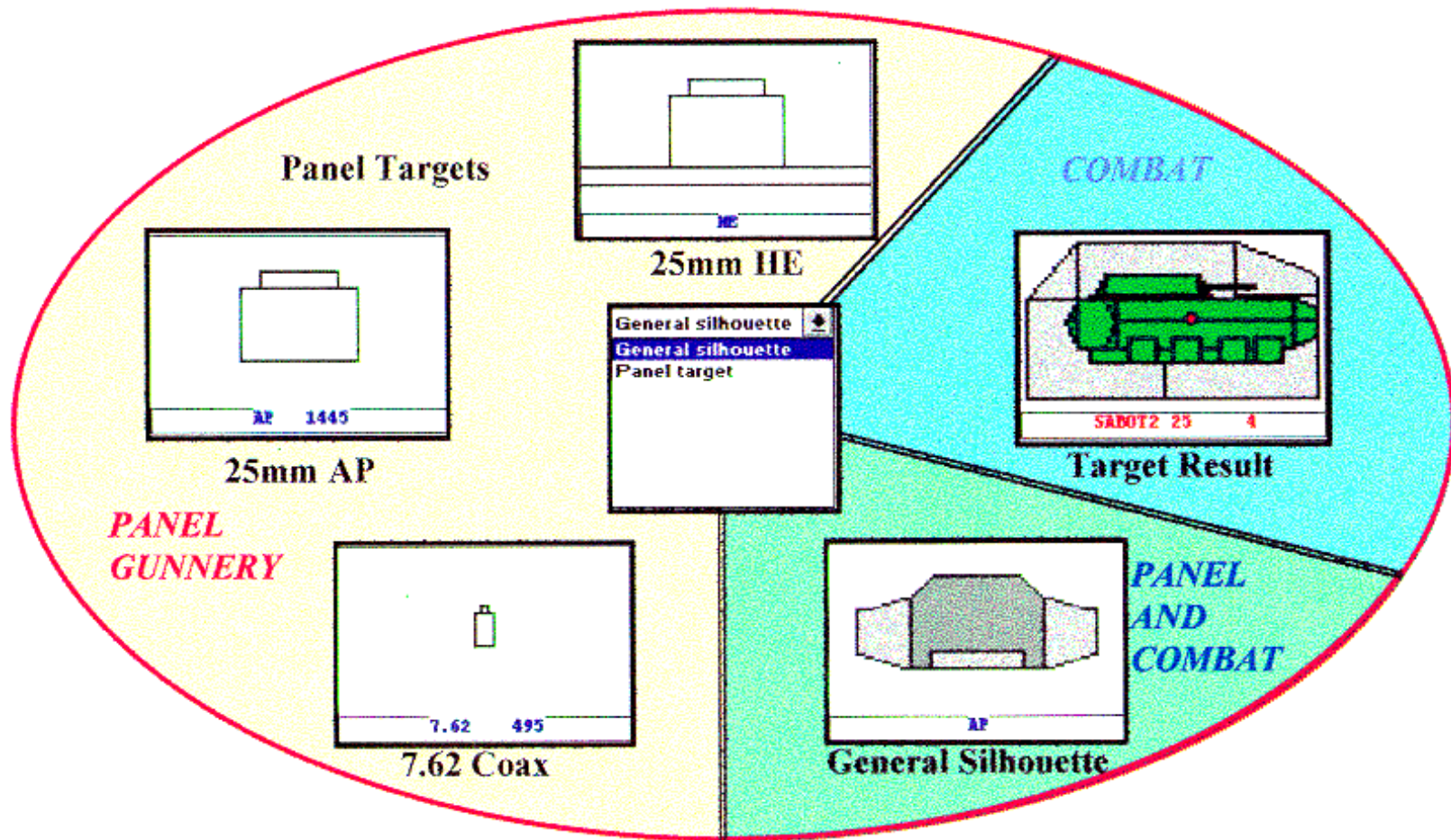
# ORGANIZATIONAL DATA



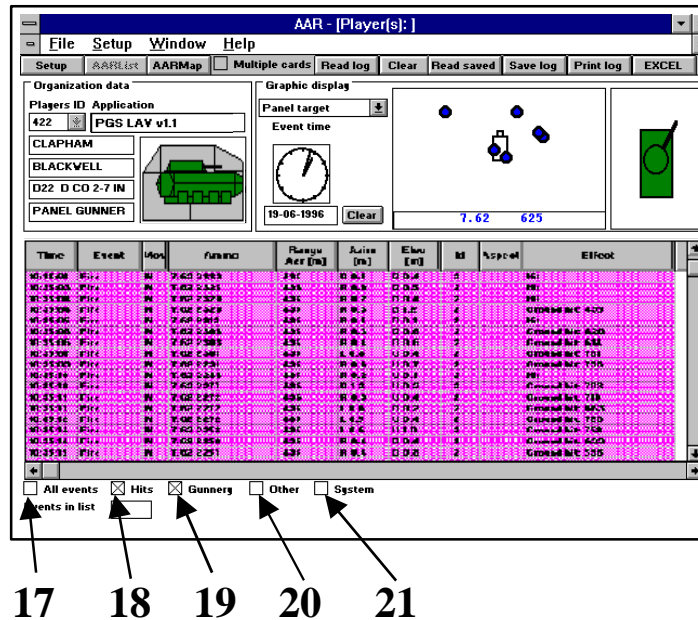
# GRAPHIC DISPLAY



# TARGET SILHOUETTES



# LIST CONTROLS



## All events (17)

All events are presented

## System (21)

ERROR  
NO CONNECTION  
ERROR CLEARED  
BIT

## Hits (18)

Target results TWGSS/PGS

Target results MILES

Control gun activities

Autoactivation (panel gunnery)

Tamper indications (combat)

## Gunnery (19)

Firing events

Ammo reload by controller

Ammo upload by crew

Tracking training events

## Other (20)

Laser Alignment

Power ON

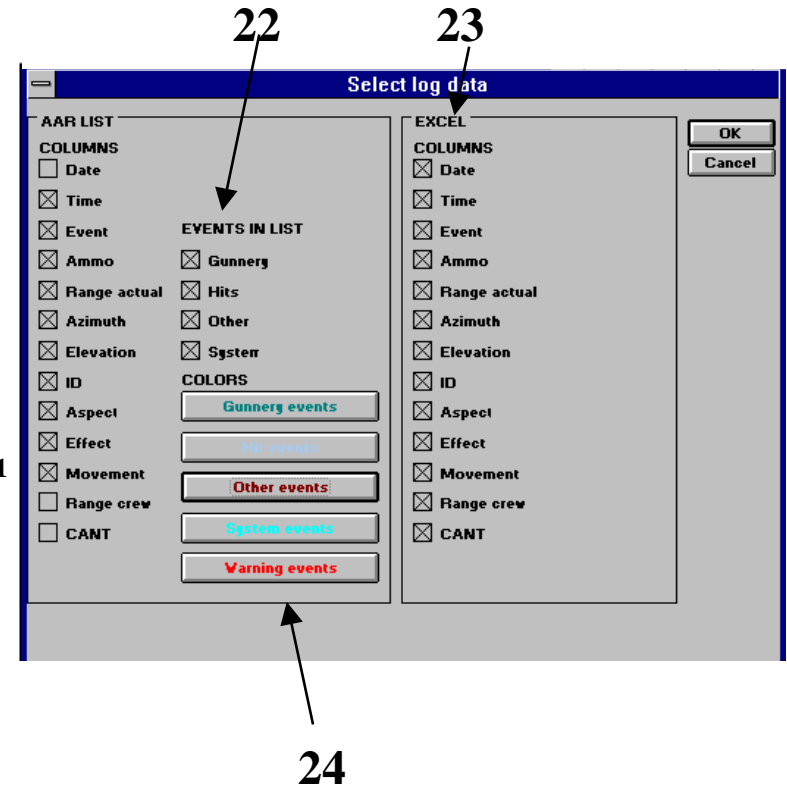


# EVENT LIST

## (OVERVIEW)

<b>Date:</b>	Year, Month, and Day
<b>Time:</b>	Hour, Minute, and Second
<b>Event:</b>	Events recorded to TDRS card
<b>Ammo:</b>	Ammo type used
<b>Range actual:</b>	Range-to-target
<b>Azimuth:</b>	Impact point left/right
<b>Elevation:</b>	Impact point up/down
<b>ID:</b>	Firing vehicle or attacking vehicle
<b>Aspect :</b>	Direction of attack
<b>Effect:</b>	Effect of simulation
<b>Movement:</b>	Detects if vehicle is moving or stationary
<b>Range Crew:</b>	Not used for PGS
<b>Cant:</b>	Trunnion cant

Lesson Plan 13 - Slide 1

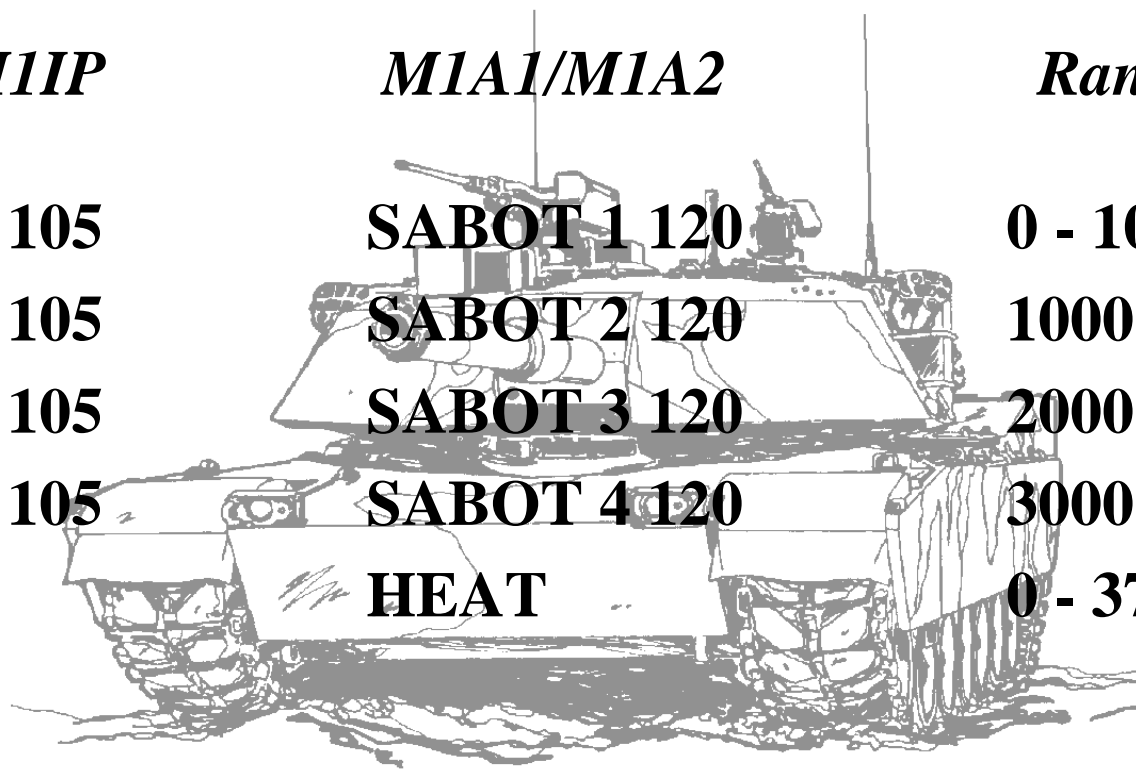


# EVENTS

- **Fire**
- **Target**
- **Upload**
- **Reload**
- **Control Gun**
- **BIT**

# MAIN BATTLE TANK AMMUNITION

<i>M1/M1IP</i>	<i>M1A1/M1A2</i>	<i>Range</i>
SABOT 1 105	SABOT 1 120	0 - 1000 m
SABOT 2 105	SABOT 2 120	1000 - 2000 m
SABOT 3 105	SABOT 3 120	2000 - 3000 m
SABOT 4 105	SABOT 4 120	3000 - 3750 m
HEAT	HEAT	0 - 3750 m



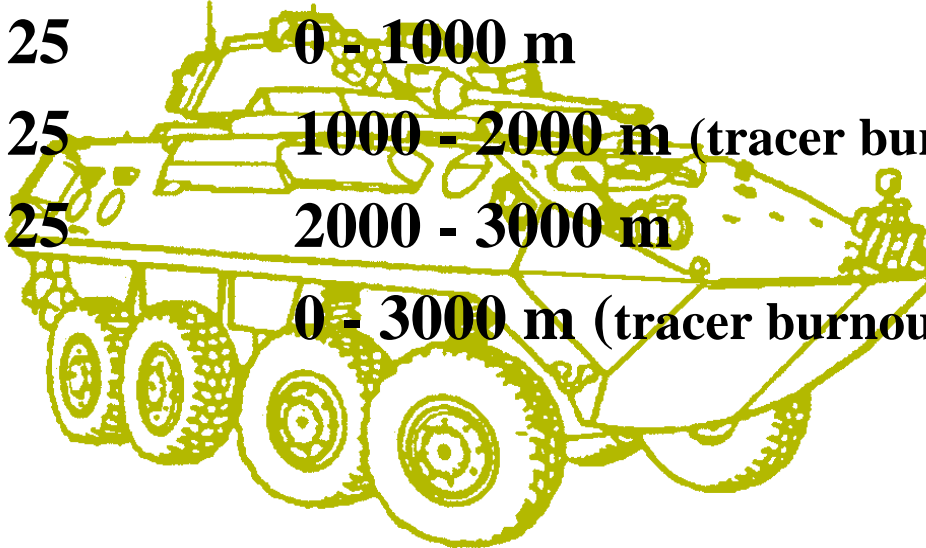
## 25 MM / COAX AMMUNITION

### *25 mm*

- SABOT 1 25 0 - 1000 m
- SABOT 2 25 1000 - 2000 m (tracer burnout 1700m)
- SABOT 3 25 2000 - 3000 m
- HE 0 - 3000 m (tracer burnout 2200m)

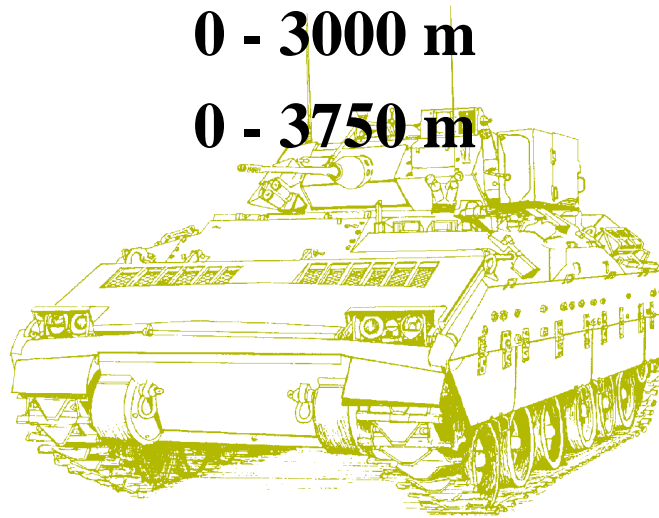
### *COAX*

- 7.62 0 - 1100 m (tracer burnout 900 m)



# TOW MISSILE

- TOW BASIC 0 - 3000 m
- TOW 2 0 - 3750 m



## **MILES AMMUNITION**

- **All ammunition defined within MILES/MILES II simulators are decoded by PGS and presented during the AAR.**

**Note. See appendix E-5 for additional information.**

# **AZIMUTH/ELEVATION RESULTS**

- **Measurements with 0.1 meters in resolution**
- **Azimuth**
  - **R = Right = +**
  - **L = Left = -**
- **Elevation**
  - **U = Up = +**
  - **D = Down = -**

**Note. 0.0 and 0.0 is defined as center of target mass.**

# **FIRE EVENTS**

- **HIT**
- **GROUND HIT**
- **MAX RANGE**



# **TARGET RESULTS**

- **HIT**
- **MOBILITY KILL**
- **WEAPONS KILL**
- **KILL**
- **MISS**

# **PREPARATION FOR AAR**

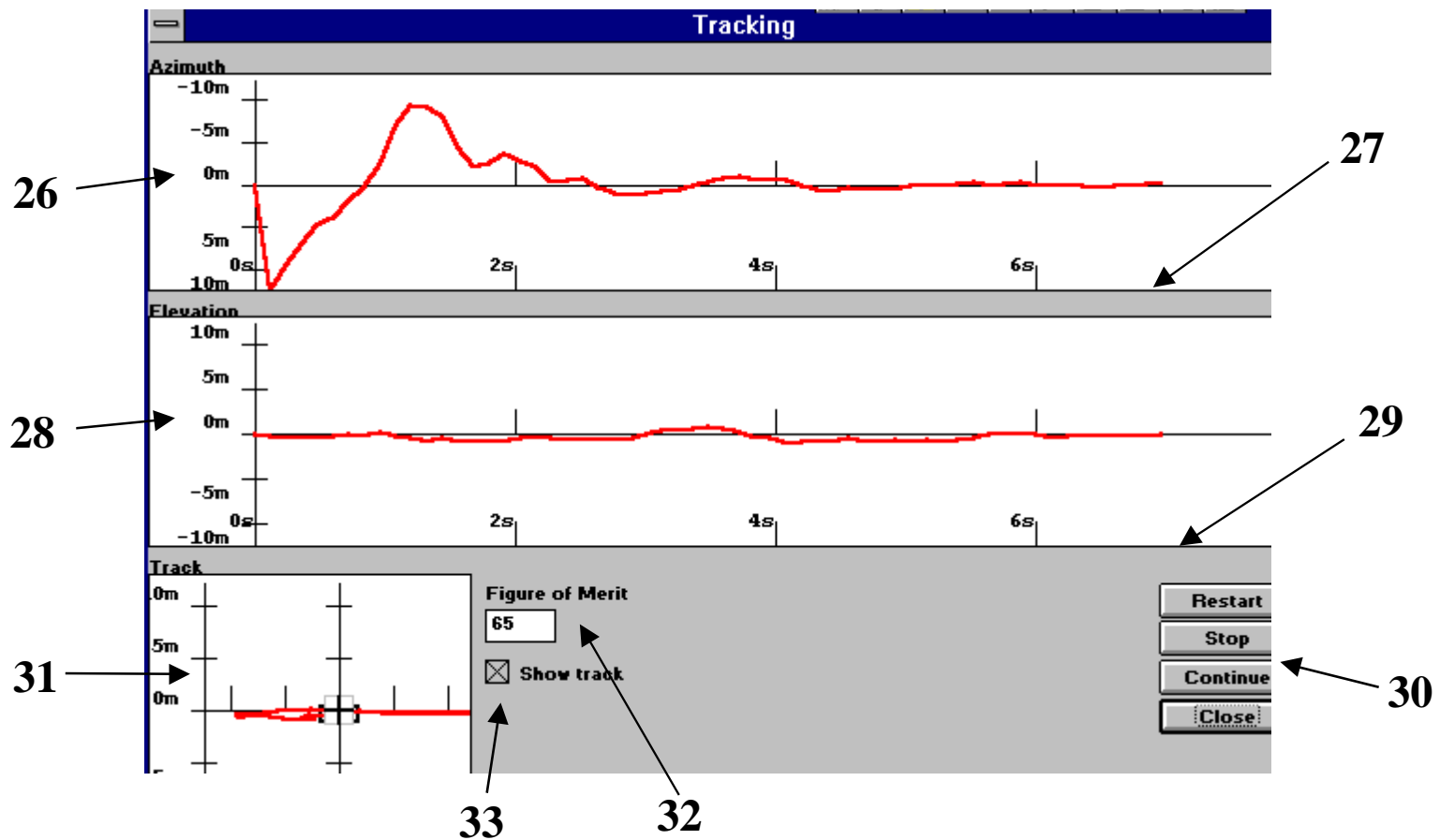
- **Select columns required for the AAR.**
- **Select the type of events to be displayed.**
- **Select the information needed for EXCEL®.**
- **Selects color for events.**

# TRACKING TRAINING

25

Date	Time	Event	Mov	Ammo	Range Act [m]	Azim [m]	Elev [m]	Id	Aspect	Effect
08-05-1996	09:20:15	Tracking								
08-05-1996	09:20:25	Fire	N	SABOT 25	499	L 0.5	D 0.4	321		Hit
08-05-1996	09:21:03	Tracking								
08-05-1996	09:21:11	Fire	N	SABOT 24	498	L 0.6	D 0.5	321		Hit
08-05-1996	09:25:43	Tracking								
08-05-1996	09:25:49	Fire	N	SABOT 25	498	L 0.5	D 0.6	321		Hit
08-05-1996	09:26:08	Tracking								
08-05-1996	09:26:16	Fire	N	SABOT 24	499	L 0.5	D 0.6	321		Hit
08-05-1996	09:26:39	Tracking								
08-05-1996	09:26:48	Fire	N	SABOT 23	498	L 0.6	D 0.7	321		Hit
08-05-1996	09:27:43	Tracking								
08-05-1996	09:27:54	Fire	N	SABOT 22	498	L 0.6	D 0.7	321		Hit
08-05-1996	09:28:04	Tracking								
08-05-1996	09:28:16	Fire	N	SABOT 21	498	L 0.7	D 0.9	321		Hit
08-05-1996	09:28:25	Tracking								
08-05-1996	09:28:33	Fire	N	SABOT 20	498	L 0.5	D 0.7	321		Hit
08-05-1996	09:44:54	Tracking								

# TRACKING TRAINING RESULTS



# **SUMMARY**

- **AAR list controls and indicators**
- **Set up of AAR list screen**
- **Preparation for AAR**
- **Downloading and storage of AAR data**
- **Downloading of AAR data to EXCEL®**
- **AAR for tracking training exercise**

## **CLOSING STATEMENT**

- **This block of instruction has prepared you to properly use the AAR List portion of the AAR software**